



LEGISLATIVE ASSEMBLY

of BRITISH COLUMBIA

To: Members of the Legislative Assembly
All Precinct Staff
Members of the Legislative Press Gallery

From: Hon. Darryl Plecas
Speaker

Re: Parliamentary Dress

Date: March 28, 2019

The Legislative Assembly of British Columbia has consistently applied a “conservative contemporary approach” to dress codes in the Parliament Buildings, as first articulated in a decision of Deputy Speaker Davidson on July 21, 1980.

I would like to provide some clarity on what is considered acceptable parliamentary dress during times when the Legislative Assembly is sitting. In 2019, the rules that follow generally apply in the Legislative Chamber, the corridors around it, and committee rooms. They are also consistent with practices in place across legislatures in Canada.

In the modern era, the Legislative Assembly should adhere to a gender-neutral approach to dress code expectations. Contemporary business attire is expected. Members, staff, and other building occupants who choose to wear traditional cultural attire, Indigenous attire, or religious attire, are also very welcome to do so.

Gender-neutral business attire generally constitutes layered clothing that includes covered shoulders. For example, for an individual who identifies as a man, this would typically include a collared dress shirt and tie, dress pants or kilt, and a suit jacket. For an individual who identifies as a woman, this would typically include a business suit, dress with sleeves, or a skirt with a sweater or blouse; jackets or cardigans are not necessarily required. Individuals who do not identify as gender binary may dress pursuant to the guidelines above, as they deem appropriate.

I hope that this directive provides greater clarity on what constitutes appropriate parliamentary dress at the Legislative Assembly of British Columbia. A further review of modern parliamentary dress expectations will be undertaken. Questions on this directive or the upcoming review may be addressed to the Office of the Clerk.